

WHIRLWIND SCENARIO TWO, OCTOBER 2001

Scenario 2: Charge!

"There was a time, Thel, when we had our run of the battlefield!" Gelee snarled as he and his subordinate looked angrily to the west, toward the rapidly disappearing Elemental League scout. The League unicorn galloped at full speed into the wood and out of sight, its rider hunched over the neck of his speeding mount. The six Knights Immortal halted while still hundreds of yards from the woods' edge, realizing the swifter unicorn had long since outpaced them.

"What shall we do?" asked Thel. "The League will know we're here soon enough. Should we press on even without the element of surprise?"

"I told Lord Wenna that it was too soon," Gelee grumbled. "That we shouldn't tip our hand yet. But no—the threat was too great, he said. And as a consequence, we've managed to reveal our best tricks to these *creatures*. Soon *everyone* will be fielding entire warhosts filled with cavalry!"

"Gelee, we must do *something!*"

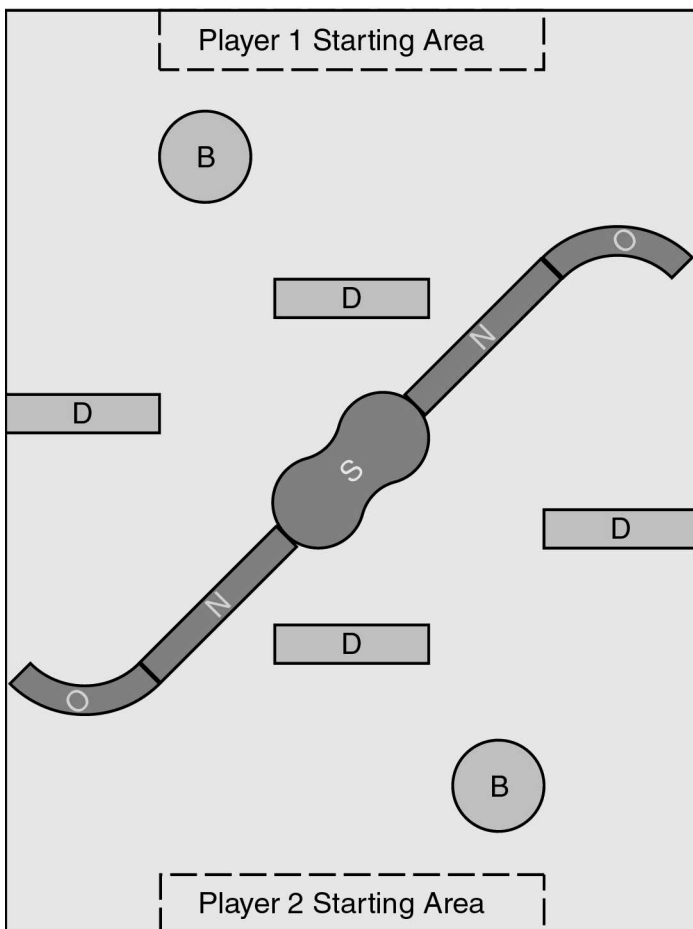
"Yes ... you're right, Thel." Gelee waved his left hand, dismissing all thoughts except of the battle to come. "We may no longer have surprise on our side, but we still have the initiative. Continue with the plan. Have Sabban take his riders around to the left. We may still be able to divert them away with his feint as we converge upon the enemy camp."

"Wouldn't it be more prudent to ..."

"Prudence is for maidens and those with too much time on their hands!" Gelee snapped. "We are neither! You know what that relic means to the Knights Immortal. We must *not* allow them to take it, no matter the cost. Its power is unimaginable!"

With a sweep of his arm, Gelee drew all eyes to him. "Attack and give no quarter!" he cried. "We are the Knights Immortal, and we are still the fiercest riders in all the Land! We ride for glory!"

BATTLEFIELD MAP: (SCALE 1" = 10")



BACKGROUND: Mounted warriors engage on the open battlefield surrounding the discovered artifact.

OBJECTIVE: Capture or eliminate the enemy forces. Disrupt enemy backfield communications.

TIME LIMIT: 50 minutes.

ARMY SIZE: Two-player game, 300 points per player.

SETTING THE SCENE: Place the terrain as shown on the battlefield map. Optionally, try increasing the play area to 4' x 4' to allow more maneuvering space.

SPECIAL RULES

1. Each player's army may contain only mounted warriors.
2. Disrupt enemy communications by beginning your turn with at least one of your warriors in your opponent's starting area.
3. No player may withdraw.

VICTORY CONDITIONS

The winner of the scenario is the player with the highest Victory Point total at the end of the game.

Victory Point total =

Eliminated opposing figure points

+ Captured opposing figure points x 2, *but only if they are in your starting area*

+ 30 points for each turn you disrupt enemy communications

+ Friendly *non-captured* figure points that have survived the entire game. If all of a player's figures are either captured and/or demoralized, add 0 points.